



BATTLE

of

SENDEC

A HORUS HERESY EVENT

HEROCON 2018

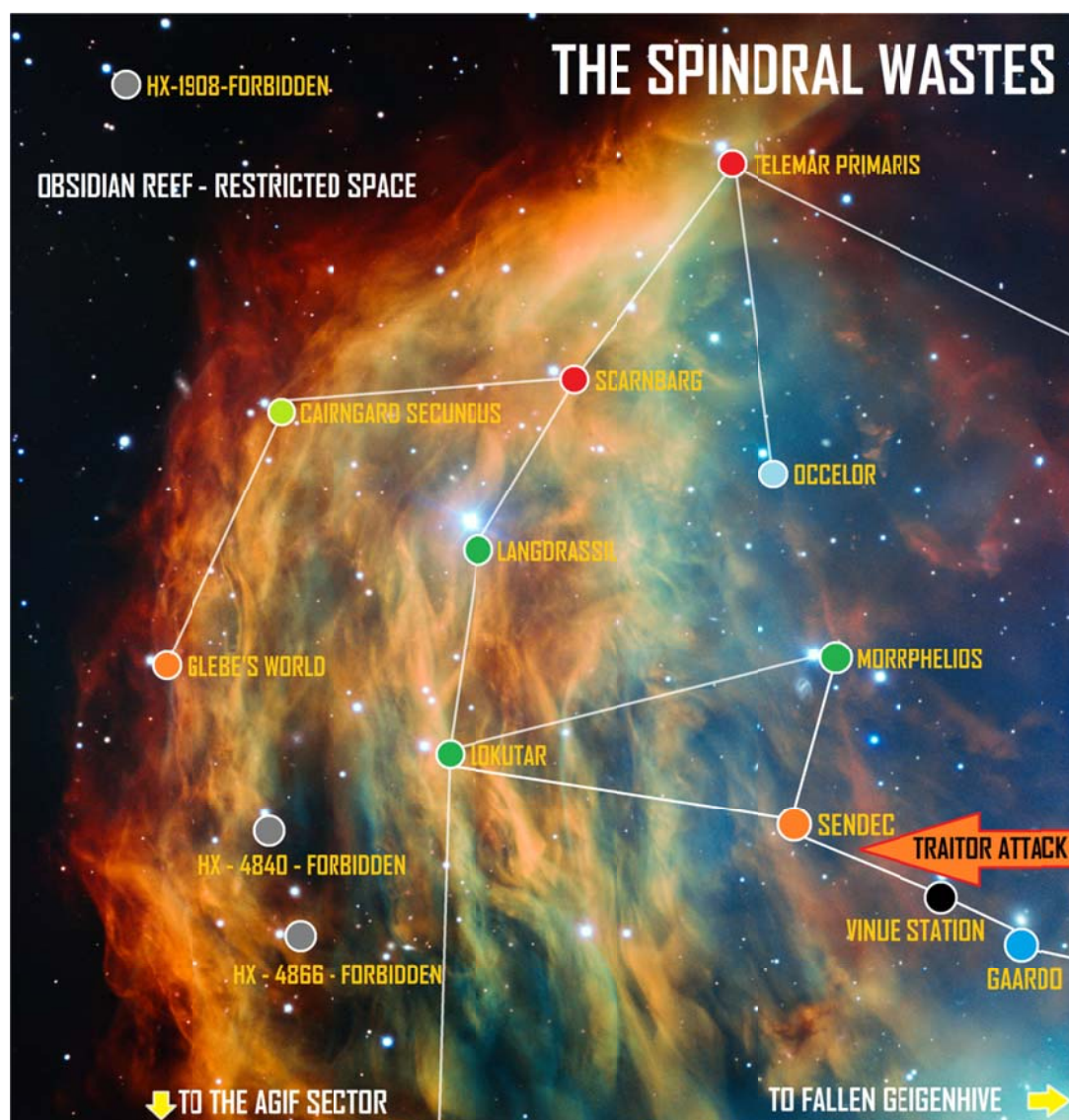
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PREVIOUSLY:

Loyalists, Traitors, and other factions who had been through the living hell of Geigenhive, the meat grinder of Makara, the murder of RS-137, came together with the shattered forces who had brought the Inferno and Mykasa sectors to the brink of extinction. These forces started to rebuild, they pillaged the condemned world of Oblivion and preliminary forces swarmed into the Spindral Wastes. The loyalists had gained the upper hand in these opening skirmishes, and both sides had gained notoriety in the Wastes for their relentless pursuit of archeotech, STC, and information.

The main forces of both Loyalist and Traitors were already en route to the Wastes and the Loyalists arrived first, convening with their victorious brethren a plan was set, for the Loyalists knew the Traitors could only enter the Wastes via one system: Sendec.

Now each side will be deploying in vast numbers, and with the aid of the God Engines themselves!





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SCHEDULE:

Day 1

Game 1 - 9:00-12:00

Lunch - 12:00 - 12:30

Game 2 - 12:30 - 3:00

Game 3 – 3:00 - 5:00

Day 2

Game 1 – 9:00 – 12:00

Game 2 – 12:00 – 3:00

Wrap up 3:00 – 3:30

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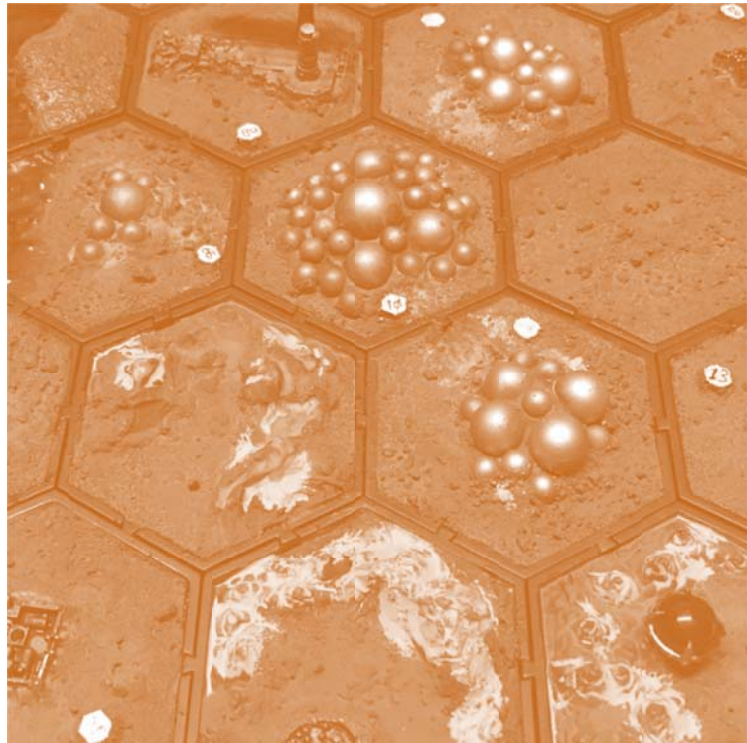
CAMPAIGN:

To accommodate Age of Darkness, Titanicus, and Zone Mortalis games into the same campaign, the Battle of Sendec will be played out on a hex tile system!

Each round the Event Organiser will randomly distribute players to tables.

Each table is represented on the Campaign Map by a tile.

Each round the result of the game, Win/Loss/Draw needs to be reported to the Event Organiser. They will then update the status of that table on the Campaign map.



To represent forces holding and defending important positions, after each round a victorious player may elect to 'hold' their tile in which case a random attacker from the other side will be allocated to that table.

Each round (of five rounds) you hold a tile, the more valuable that position becomes. Dice will represent the current 'score' on that tile. If a defender loses a game however, the defenders dice is removed and the attacker's dice will be placed starting at '1'. That last round will be super vital to preserving any high scoring tiles!

The total value of all tiles at the end of round 5 will determine who has secured strategic control of Sendec!



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GAMES:

Each of the 5 rounds players will be able to nominate to play either a 2500 Point Age of Darkness game, one or two Zone Mortalis games (Time permitting), or play a round of Titanicus.

The first round we'll encourage any Titanicus players to gather and we'll organise a multi player game where each player commands a single engine. Titanicus is still in its infancy and this will help to get everyone up to speed on the rules! Titanicus games after this will be by negotiation with your opponent.

All care will be taken to ensure players get the game type they want each round but please be ready to throw down for a 2500 point game as the default type, you can't always choose where the war will find you!

No matter the game type, your victories and defeats will influence the final outcome of the campaign!